



EPYX

CALIFORNIATM
GAMESTM

INSTRUCTION MANUAL

for the Atari 2600[™], 7800[™], and

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Sponsors

In this program, you can play for some hip California Games sponsors. Abbreviated on the screen, they are as follows:

EPYX:		Epyx, Inc.
DELMAR:		Costa Del Mar Sunglasses
JETSKI:		Kawasaki Jetski
STCRUZ:		NHS: Santa Cruz Skateboards
OP:		Ocean Pacific
CASIO:		Casio
SPINJM:		Spin Jammer Flying Disks
AUZZIE:		Surfboards (A fictitious surfboard manufacturing company.)

INTRODUCTION

"Hey, thrasher! Dontcha ever wear knee pads?" "Didja see that? He caught some air on the half pipe! Radical!"

Welcome to California. Home of the most radical sports in the world. Rad, bad and aggro. You're about to hit the beaches, parks and streets of the Golden State to go for trophies in everything from surfing to bike racing. **CALIFORNIA GAMES** gives you the hottest sports. And the most aggro competition. You even get to pick your own sponsor.

So pull on those knee pads. You're about to get into the most fun you've had since Mom hid your skateboard. **CALIFORNIA GAMES** is going to take you from the surf to the turf. From the pipe to the parks. Are you gonna love it, or what?

We'll start you off in the heart of San Francisco for the high-flying *Foot Bag* and some really wild footwork. Then we'll rocket down to Hollywood, with skateboards in hot competition on the radical *Half Pipe*.

Over at the dirt track, you'll pump the pedals of a *BMX* racing bike. And your moves had better be bad. You're gonna have your hands full, not to mention your feet.

After that, it's down to the beach for one of the coolest sports we've got in California -- *Surfing*. As a contender in the king of coastal competition, you'll be shooting the tube and carving the biggest breakers around.

You're about to get into the wildest games of them all...**CALIFORNIA GAMES**. It's only, like, the most totally awesome game in the world!

OBJECTIVES

CALIFORNIA GAMES is a challenge of skills for one to eight players. The object of the games is to win ribbons in each individual event. Players can also compete for the top score in overall competition.

CALIFORNIA GAMES includes four exciting events: *Foot Bag*, *Half Pipe Skateboard*, *BMX Bike Racing*, and *Surfing*.

Each player chooses a sponsor for the competition. You are judged on each event and a record is kept of your score. Ribbons are awarded to the top scoring competitors. Improve your skills in each event, compete with your family and friends and become a California Champion.

GETTING STARTED

Loading Instructions:

- Set up your game console and plug in the cartridge.
- Connect a joystick to the *left* joystick port.
- Turn the power switch on.

STARTING PLAY

When the CALIFORNIA GAMES title screen appears, press the **FIRE BUTTON** on your joystick to continue to the sponsor select screen. There are eight sponsors; EPYX, DELMAR, JETSKI, StCRUZ, OP, CASIO, AUZZIE, and SPINJM. Move the joystick up and down to the sponsor of your choice (blinking), and press the **FIRE BUTTON** (only one person per sponsor). To deselect a sponsor, move back to the highlighted sponsor and press the **FIRE BUTTON**. Select **DONE** when all contestants have picked their sponsors, and the events will begin.

To start any event, press the **FIRE BUTTON**. After each event, "Louie - Louie" will play to signify the end of the event. Press the **FIRE BUTTON** to go on to the next event.

When all contestants have completed an event, a ranking screen will appear. The contestant with the highest score is listed at the top in blue (to signify winning a blue ribbon), the second place winner appears in red, and the third place winner appears in white. Press the **FIRE BUTTON** to exit the ranking screen and return to the events.

To Practice the Events before competing:

- Press the **SELECT** button to select an event to practice.
- **RESET** starts the currently selected event over again and puts it in practice mode.

THE GAMES

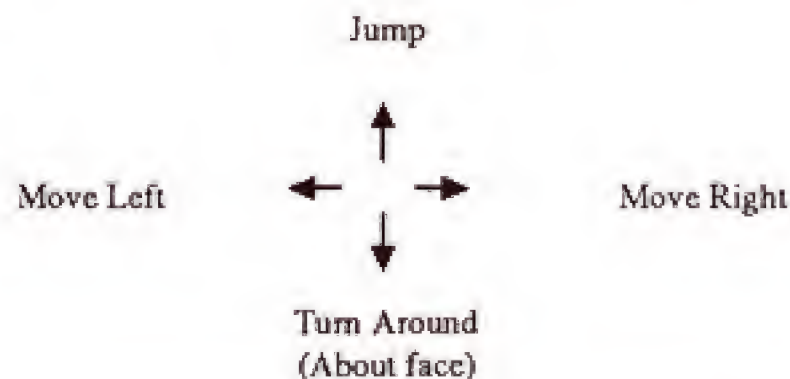


Foot Bag

This is probably the most laid back event, but don't lose your cool, it isn't easy. The Foot Bag event is like juggling with your feet. In this event, you have to keep a juggling bag in the air for *90 seconds*, without using your hands. Success is all in the timing. If you time your kicks correctly, you'll keep the bag bouncing high in the air. Score extra points by performing stunts. The highest score wins the event.

OBJECT: Hacking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

- Press the **FIRE BUTTON** to kick the bag into the air and start the event.
- As the bag falls back toward the ground, press the **FIRE BUTTON** to kick again just before the bag reaches your foot.
- To perform a head butt, press the **FIRE BUTTON** (or UP) just before the bag drops below the level of your head.
- Move the joystick as indicated in the diagram to control other movements.



Press the **FIRE BUTTON** to perform a kick.

- Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.
- To perform different types of kicks, move to new positions underneath the bag while it's in the air. For example, move to the right so the bag will drop next to you (but not too far). Now press the **FIRE BUTTON** when the bag approaches and you'll perform an outside kick.

- Other kicks are performed by positioning yourself in different ways. Discover the ways to perform all the kicks by trying various movements during practice.

SCORING: You earn points for each stunt or kick performed successfully. More difficult stunts, like turning around while the bag is in the air, earn higher scores. Simple toe kicks are worth very little. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. If you do the same kick combination twice in a row, you double your score for that combination, three times triples your score. The bottom (blue) score is your score for that run (up to 1000 points). When you drop the footbag, that score returns to zero. The top (yellow) score is your total accumulative score for all your stunts. The score for each kick is added to your blue score and your blue score is added to your yellow, so it is important to keep the footbag in the air.

STRATEGY: The more complicated kicks and stunts you can complete without dropping the bag, the higher your score will be. Try to accumulate high scores without dropping the bag, as early as possible. When you only have five seconds left, the score starts flashing. At that point, go crazy and do some wild stunts to earn even higher scores (you have little to lose if you drop the bag at that point).

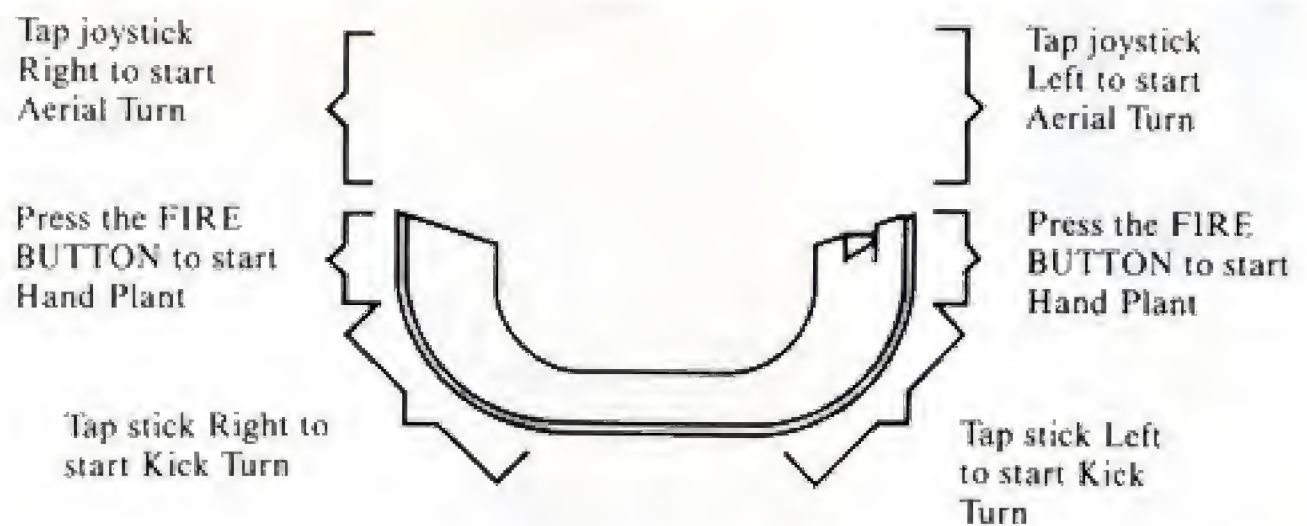


Half Pipe Skateboarding

It's time to get air on the half pipe. Skateboarding is definitely an awesome event, combining strength and coordination--often with amazing results. You'll be riding a skateboard in a specially built half-pipe. You'll have a *90 second* time period to build up speed and successfully complete stunts. Points are awarded for each stunt, and the highest score wins the event.

OBJECT: The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

- Press the **FIRE BUTTON** to start the event.
- To gain speed, "Pump" your skater by moving the joystick **UP** when the skater is going up the side of the ramp, then move the stick **DOWN** when the skater is going down.
- To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or if you hold it too long.



- To start a Kick Turn, move the joystick as indicated on the diagram above. Do not hold the joystick in either direction too long or you will fall.
- To start an Aerial Turn, tap the joystick in the direction indicated in the diagram. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick. The higher you go, the more points you earn for successful turns.
- To perform a hand plant, press and hold the **FIRE BUTTON** just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release the button until the skater is past the handstand and is about to release his hand from the top of the ramp. You will fall if you hold the **FIRE BUTTON** too long.
- If you fall or lose momentum, you will be "reset" at the top of the ramp after several seconds. Press the **FIRE BUTTON** to start skating again.

SCORING: You score points for each stunt completed successfully. Your score increases with the amount of risk you take. For example, if you hold a turn until the last moment, you get more points than if you pull out early when it's safer. Some stunts are more difficult and earn higher scores than others. If you don't do a turn or stunt while you're on the ramp, you're doing a "fakie." Fakie's are not worth any points and could cause you to fall if you go too high.

Stunt	Minimum	Maximum
Kick Turns	120	500
Aerial Turns	500	800
Hand Plants		990

STRATEGY: It's important to build up the right amount of speed before trying a stunt by pumping. Five seconds before the end of the event the score will start flashing to warn you the end of the game is near. This event takes experience to get the timing down just right, so be sure to practice!



BMX Bike Racing

BMX stands for Bicycle Motocross. It also stands for radical action and challenging competition. In this event, riders use strong, lightweight bicycles to race on an action-packed course down a California mountain.

There are plenty of jumps, bumps and dips. You'll need speed, a good sense of timing and a heavy dose of endurance in this race!

OBJECT: The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest daredevil rider will win the event.

- Press the **FIRE BUTTON** to start the event.
- Hold the joystick **RIGHT** to increase your speed.
- Press the **FIRE BUTTON** to jump.
- Move the joystick **LEFT** to put on the brakes.
- When you're in the air, use the joystick to perform stunts:
 - Move the stick **DOWN** to do a table top. Hold the stick as long as possible then center the joystick to put the bike down.
 - Move the stick **UP** to do a flip.
- Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centered" position by the time you land or complete your stunt, you will crash.

SCORING: You will have *30 seconds* to complete each of the seven sections in the game. Each section is divided by yellow flags. As you pass each yellow flag, the number of seconds you have left (out of the 30) will be multiplied by 100 and added to your score. You are also awarded an additional 400 points if you finish the section before time runs out. As you race be sure to pick up (ride over) the blue bonus flags worth 400 points each (jumping over them does not count). There are 10 of them, and another 4000 bonus points if you get them all!

The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. For each stunt, you **must land correctly** to earn the points shown below:

Stunt	Points
Single Flip	300
Double Flip	900
Triple Flip	1800
Table Top	Variable depending on timing
Jumping	Variable depending on length

If you finish the whole course without crashing, you earn an extra 10,000 points.

STRATEGY: When you complete the course, you get 100 points for each second left in the time limit. So finishing the course in the fastest possible time is important, but the highest scores go to the riders who perform the most daring stunts. Pay close attention to the course: Use the ramp and cliffs to flip in the air. Avoid rocks, cow skulls, and tree stumps, they can cause you to crash. Moss and bumps can make you lose control. Keep your eye open for other obstacles that can slow you down, like bushes, cactus, and mud. You can ride under trees, or jump over them (but it's got to be a pretty high jump!). And remember to *center your joystick before landing!*



Surfing

Surfing began as the sport of Hawaiian kings; now it rules the California coastline. From Santa Cruz to Rincon Point, surfers and their colorful boards dot the miles of sun-splashed beaches. And you're about to join them.

You'll shoot the curl, shred the tube and probably even eat a little sand (when you wipe out). It's going to be hot. You'll be there. And you'll be awesome.

OBJECT: Competition surfing is a game of staying near the curl of the wave and maneuvering your board smoothly at high speeds. Ride the face of the wave, moving back and forth, in and out of the tube. "Use" as much of the wave as you can before your ride comes to an end.

- Press the **FIRE BUTTON** to catch a wave and start the event.
- To steer the board to the surfer's left, move the joystick **UP**.
- To steer the board to the surfer's right, move the joystick **DOWN**.
- Hold the **FIRE BUTTON** down to make sharper, faster turns.
- Press the joystick **RIGHT** to "Hang Ten" but remember to hold the board steady!.
- If you go too close to the bottom of the wave, you'll end your ride by leaving the wave.
- If you go over the top of the wave and turn your board around in the air, you can catch the wave again with the nose of your board down a little. (You'll wipe out if you come back down at a steep angle).
- For extra points when you're in the air, spin your board completely around by holding the joystick **UP** or **DOWN**.
- You'll get *90 seconds* for the event. You earn more points for longer rides, so try to ride each wave as long as you possibly can.

SCORING: You earn the most points for doing the most imaginative tricks on your board. Each time you perform a trick, you hear "Ta-Da" and can repeat the same trick up to ten times. Each time you repeat a trick you earn fewer points for it each time. After ten repeats, you don't earn any points for the trick, and you no longer hear the "Ta-Da" sound. However, big bonus points are still awarded for high jumps off the wave, even if you repeat the trick more than ten times.

STRATEGY: Do as many tricks as possible in the 90 seconds you have to ride the wave. When your time is up, you will automatically lose control of your board and wipe out. Anytime you wipe out, it takes several seconds for your surfer to get back on his board. Be patient while he catches the next wave. It doesn't matter what order you do your tricks in, just don't be boring!

CALIFORNIA GAMES SCORING

AWARDS CEREMONY

After every event, ribbons are awarded with the sponsor names of the top finishers in the order they placed.

CHAMPION CEREMONY

If the players compete in all six CALIFORNIA GAMES events, a final ribbon is awarded to the Champion of the games based on the total number of points awarded.

Blue Ribbons	=	5 points
Red Ribbons	=	3 points
White Ribbons	=	2 points

The points are totaled after all events have been completed, and the player with the most points is the California Champion with an overall Blue ribbon.

CALIFORNIA SPOKEN HERE

AGGRO (a-gro) *adj.* if you're a dare-devilly dude you'll go "way *aggro*", executing aggressive moves on the ramps and waves of California.

AWESOME (ah-sum) *adj.* awe-inspiring. ie. That's one *awesome* dude.

BIO (bi-o) *adj.* short for bionic. You've got to be superhuman with aggro moves to be known as *bio*.

DUDE (dyud) *noun.* buddy: can be used to express disbelief as in "DUDE!", or surprise, as in "DUDE!" or as a friendly greeting, as in "Hey DUDE!" Say while laughing for an attention-getting effect, ie. Duhuhuhude!

GNARLY (narly) *adj.* mind and body bendingly difficult. Waves, ramps and aggro moves can be gnarly. Then there are gnarly tests, gnarly prom dates, gnarly curfews, etc...

LIKE (lik) *prep.* insert anywhere you like, like, in any sentence, in, like, any context. Used most effectively when upset: "*it's, like, geez...*" Or the coolest way to use "like" is with "all" (for more description) "*It's, like - I'm all - Duuude you've got sand in your jams.*"

RADICAL (raa-di-cul) *adj.* 1) outrageous: "*Radical* moves, dude!" 2) cool: "It'd be *radical* if you could cruise to the ramp around 5 o'clock."

TOTALLY (toh-tul-ly) *adv.* completely, entirely: something or someone is totally awesome, radical, or aggro. In California everything is totally something. (companion word: see Tubular)

TUBULAR (tyu-byu-lar) *adj.* an adjective that came from the sea and has evolved into an everyday term. Parties, concerts, etc. can be totally *tubular*.

CREDITS

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ICY-HOT COMPETITION



- In **Winter Games**, cold-blooded competitors enter seven thrilling events: Slalom, Bobsled, Ski Jump, Biathlon, Speed Skate, Hot Dog, and Luge.
- In **Summer Games**, hotshots can try out for: Gymnastics, Hurdles, Swimming, Skeet Shoot, 100 meter Dash, 100 meter Relay, and Rowing.

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